



DARKSEID

UXAS

COMMAND AND CONQUER

After revealing an Order Marker on this card, instead of taking a turn with Darkseid, you may take a turn with 1 friendly Unique Hero or up to 2 friendly Parademon Squads. If they do not destroy a figure, you may choose for one of them to receive a wound. If they receive that wound, take a turn with Darkseid and no other additional turns.



NEW GOD

UNIQUE HERO

ANTAGONIST

ABSOLUTIST

LARGE 7

DARKSEID IS

An opponent may never take control of Darkseid, and if he would be destroyed in any way except by this special power, instead he takes no damage and you must roll the 20-sided die. If you roll:

- 10 or lower, Darkseid receives a wound;
- 11-18, inflict a wound on a figure; or
- 19-20, remove a wound from this card.

OMEGA EFFECT X

At the end of the round, you may reveal an "X" Order Marker on this card to roll 4 combat dice. Choose up to X figures or empty spaces within 4 spaces of Darkseid. X equals the number of skulls rolled. Inflict a wound onto a chosen figure, or place a previously removed Injustice Marker onto their card. Place a Common Parademon in your army onto a chosen space.



8

LIFE

MOVE 5

RANGE 5

ATTACK 7

DEFENSE 7

520

POINTS